world champing the second seco

NES-S9-USA *

NSHIP JINJG





Precautions

- Doing so may damage the game.
- such solvents.

Official

Nintendo

Seal of Quality

This game is licensed by Nintendo' for play on the



SYSTEM

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it. 2. Avoid touching the connectors. Do not get them wet or dirty.

3. Do not clean with benzene, paint thinner, alcohol or other

This official seal is your assurance that Nintendo* has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure. complete compatibility with your Nintendo Entertainment System*

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. FCI[™] is a trademark of Fujisankei Communications. International, Inc. WCW⁵⁴⁴ and World Championship Wrestling are service marks (SM) of World Championship Wrestling, Inc. 1989, Turner Home Entertainment, Inc. with respect to the characters.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

World Championship Wrestling

Become your favorite NWA wrestler and clobber your way to victory using specialty moves like Ricky Steamboat's "Flying Body Press" or Sting's "Scorpion Death Lock." Playing WCW, you'll feel like you're in the ring and part of the action fighting as a famous tag team, or going solo. Round by round, you defeat opponents until you face the final challenge-the WCW Master. Knock him out and you've earned the WCW Belt.

÷.

Beginning the Game Mode Select Screen



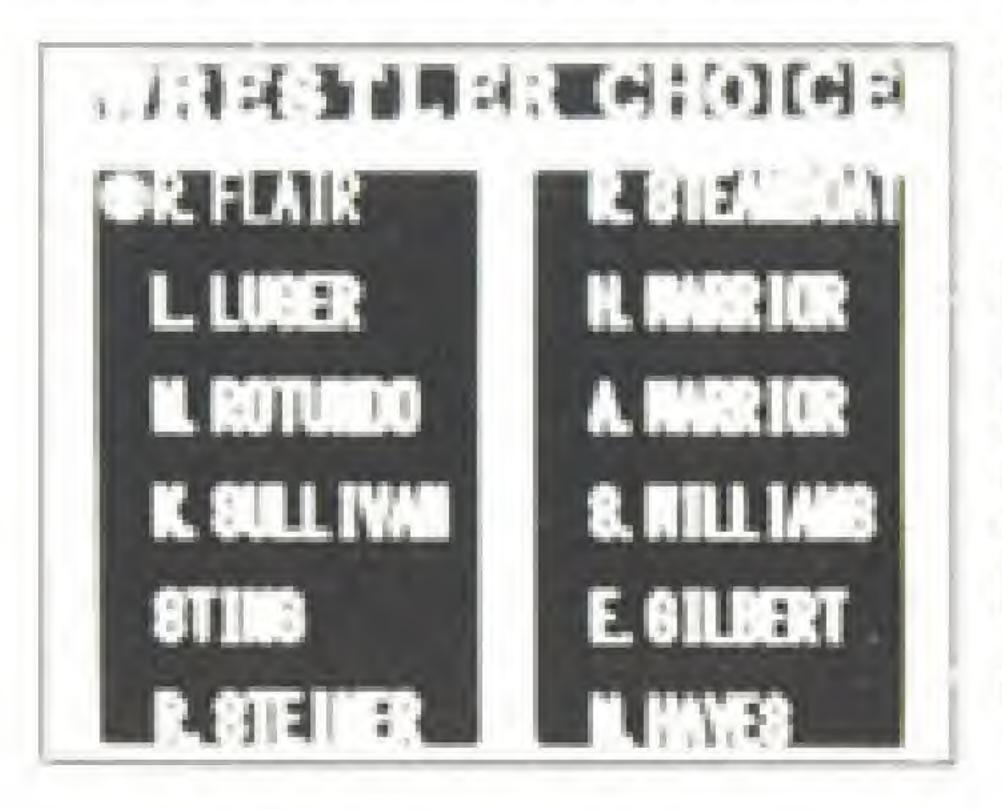
Select a mode by moving the cursor to the desired mode on the Mode Select Screen and pushing the start button. If you choose to play a single match against the computer, "Password" and "yes" or "no" will appear on the screen. If you choose "yes" to input the password, push start and the password screen will appear. Choose "no" using the start button and the wrestlers' names will appear on the screen.

Password Screen



Input the 12 letter password by moving the cursor with the + button and choosing the letters with A or B button. You can save your game if you are playing a one person game against the computer.

Wrestler's Select Screen



Select your favorite wrestler from the top 12 NWA wrestlers. Find out all the wrestlers' statistics by checking the Profiles on the demo screen. To choose, move the cursor with + button and execute using A button. When you want to cancel your choice of wrestlers, press B button immediately and choose another wrestler. When a wrestler has been chosen, the cursor will turn red.

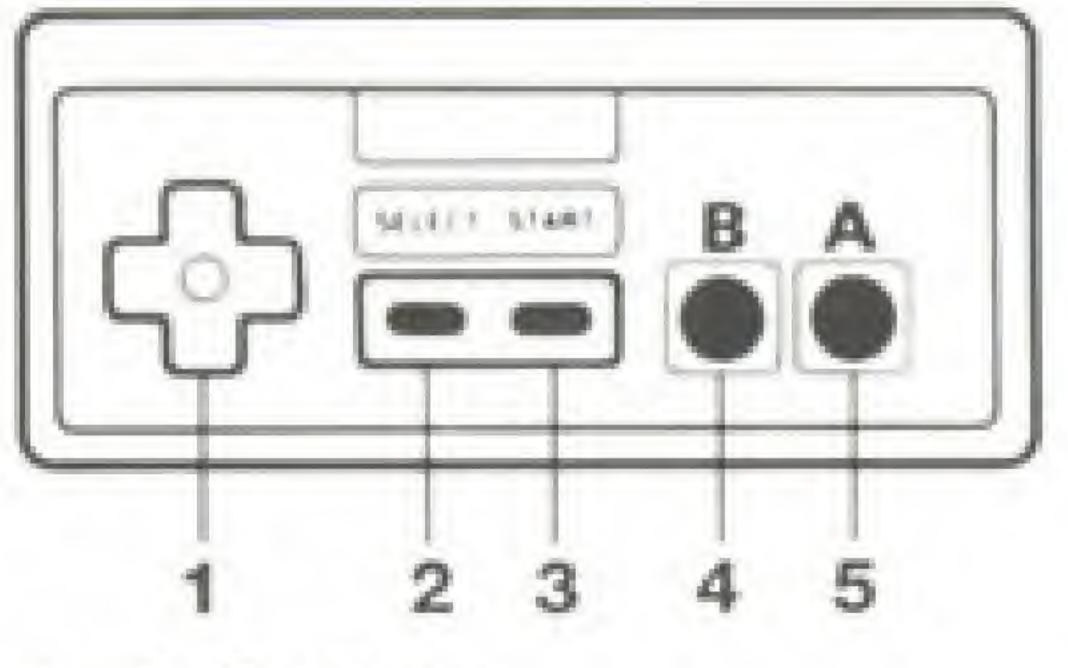
Favorite Moves Select Screen



Each wrestler has 8 favorite moves which he can perform. Choose 4 of these moves per wrestler, per match. To select, move the cursor to the favorite move you want to use, and execute with A button. To cancel, push B button. One corner of \clubsuit button will turn red, indicating which part will perform the move when pushed along with B button. Remember which part of the \clubsuit button controls which move. You'll need to use these during the match.

Now you're ready to begin the match!

Names of Controller Parts and Operating Instructions



Use Controller 1 in 1 player games Use Controller 2 for second player in 2 player games

- 1. + Button:
- 2. Select Button:
- 3. Start Button:
- 4. B Button:
- 5. A button:
 - A button & + button:
 - A & B buttons together: Executes the player's specialty move.

- Executes kick
- Executes punch

Moves the cursor on the select screens Moves players during a match

Moves the cursor on the select screens

Executes mode on the select screens Displays scoreboard during a match

B Button & - Button: Executes body slam, head butt, and hammer throw depending on which direction the + button is pressed.

Executes one of the player's favorite moves

Modes



There are four different modes in World or against another player.

Mode	Game Type	Time	Description
One Player vs. One Computer Wrestler In this mode, you can save the game to continue later.	One round match	5 min.	You select one of the 12 wrestlers and have an elimination type tournament with the wrestlers in the order selected by the computer. When you win a match, you are faced with the next opponent. If there is a draw, you have to rewrestle the same player in order to advance. If you lose, "continue" and "end" will be displayed on the screen. If you select "continue" then there will be a rematch with the same wrestler. If you select "end" then the game goes back to the title screen. When you defeat all 11 wrestlers once, you will become a WCW Minor Champion. But the challenge doesn't end there. You have to go through one more round of bouts against all 11 wrestlers before you are faced with the final challenger: WCW Master. A victory against him gives you the WCW belt and proves you are a true WCW Champion.

Championship Wrestling. You can play a single match or tag team match against the computer.

Mode	Game Type	Time	Description
One Player Tag Team vs. Computer Tag Team	One round match	10 min.	Select two of the 12 wrestlers and fight against five teams of wrestlers chosen by the computer. The winner is determined by a point system. Different points are allocated for winning by "fall", "give up", "out of ring" and "time up". Each team will tight three series, and the team with the highest points wins. A score chart listing each teams wins and losses appears at the end of the match.
Two Player: Single Two Person Game- Wrestler vs. Wrestler	Three round match	15 min.	Each player selects one wrestler from the 12 wrestlers. When one side wins two rounds, the game is over. When there is a draw after the three rounds are over, the player with more points is the victor.
Two Player: Tag Two Person Game- Tag Team vs. Tag Team	Three round match	30 min.	Each player selects two wrestlers out of the 12 to form his tag team. As in the single match, whichever team wins two rounds win the game.

Time Per Match

The amount of time per match varies according to the mode, and is shown at the bottom of the screen throughout the match. When there is no time left, "Time Over" will be displayed, and the game will be declared a draw.

Ways to Win:

Fall Count	When a player falls, of the screen, and w three counts, you wi
Give Up	When a player applie opponent's power po screen and you win
Penalty Count	When a player climb penalty count is disp the count reaches 5.
Out of Ring Count	When a player goes is displayed on the b reaches 20, the play If both wrestlers are be a draw.

Points won:	
4 points	Winning by "Give u
2 points	Winning by "Out of
1 point	Draw by both sides
0 points	All losses

, the fall count is shown on the bottom when your opponent stays down for in by "Fall"

lies a hold technique, and when the point is 0, "Give Up" appears on the by "Give Up".

bs on top of the rope in a corner, a played at the bottom of the screen. If 5, he loses by "Penalty".

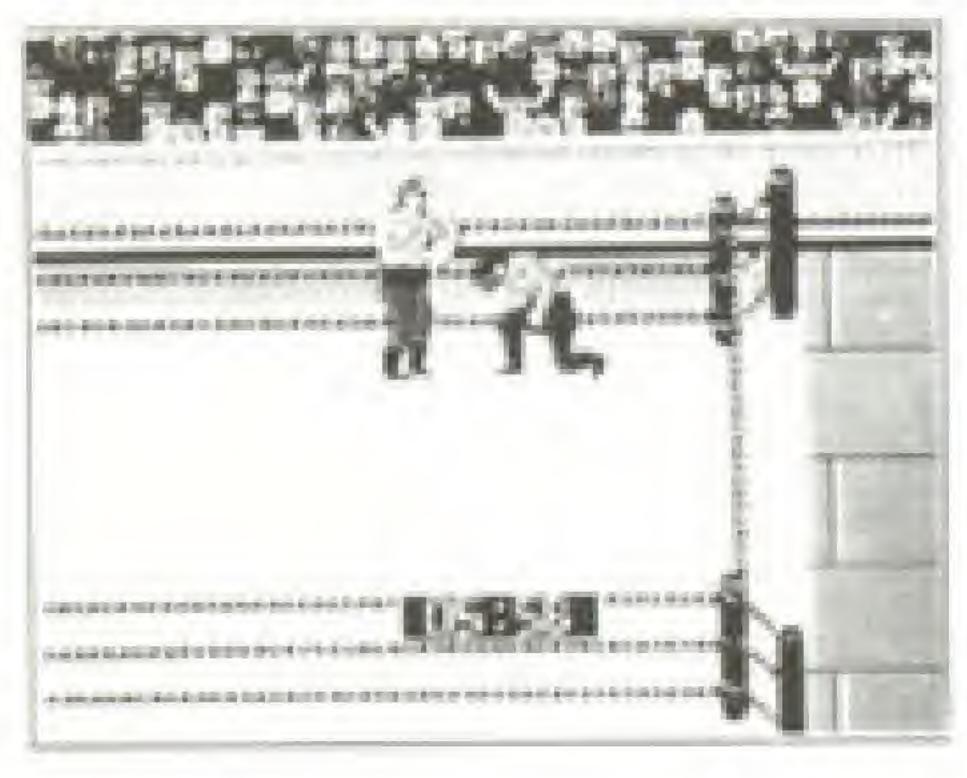
s outside the ring, the out-of-ring count bottom of the screen. If the count yer will lose by being "Out-of-ring". e out of the ring at this time, then it will

up" or "Fall"

Ring" or "Penalty"

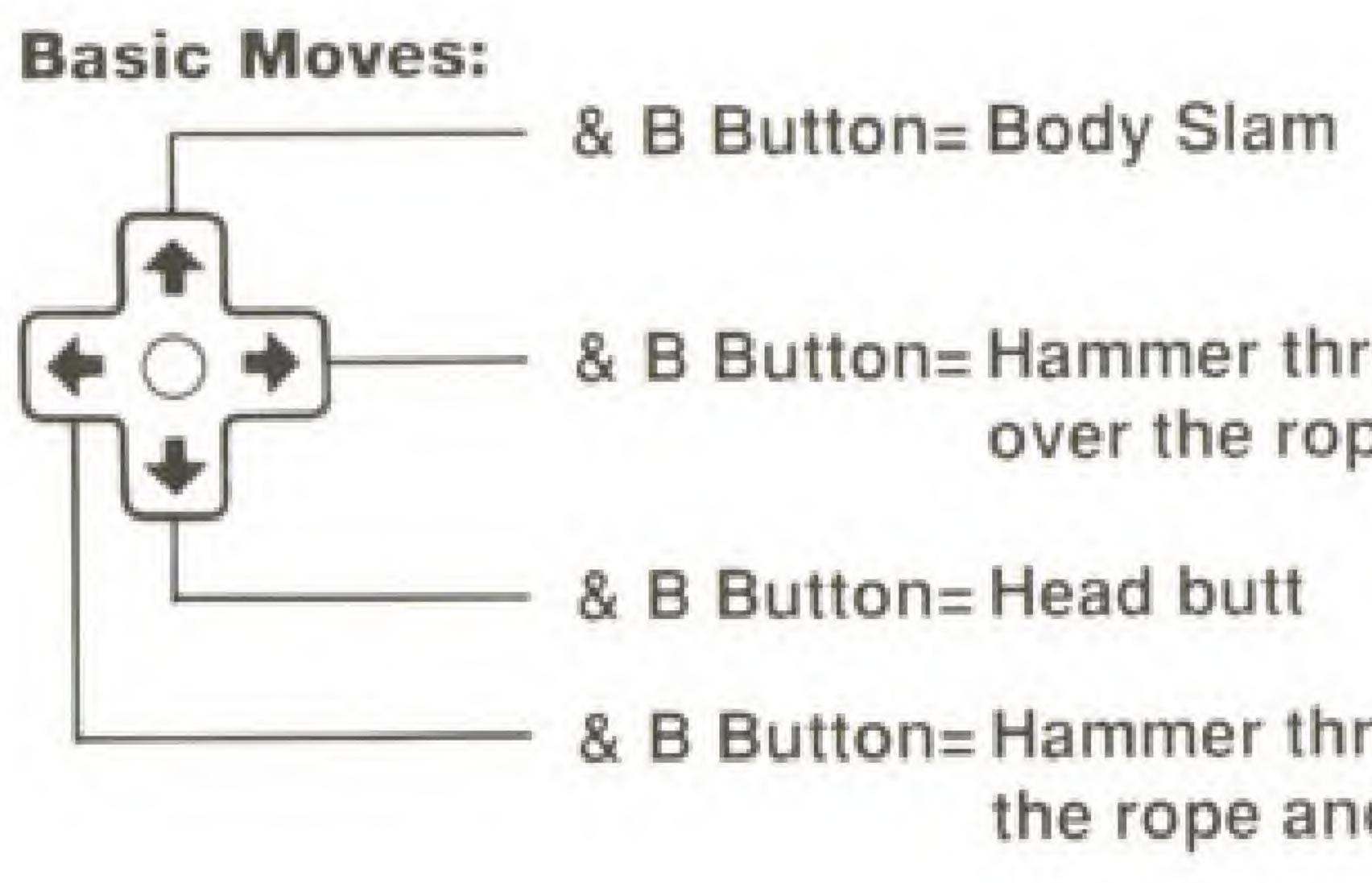
s being "Out of Ring" or "Time Running Out"

Guide to Executing Moves



and the second of the second of the basic moves, favorite moves, and specialty moves can only be used when the player is in contact with the opponent.

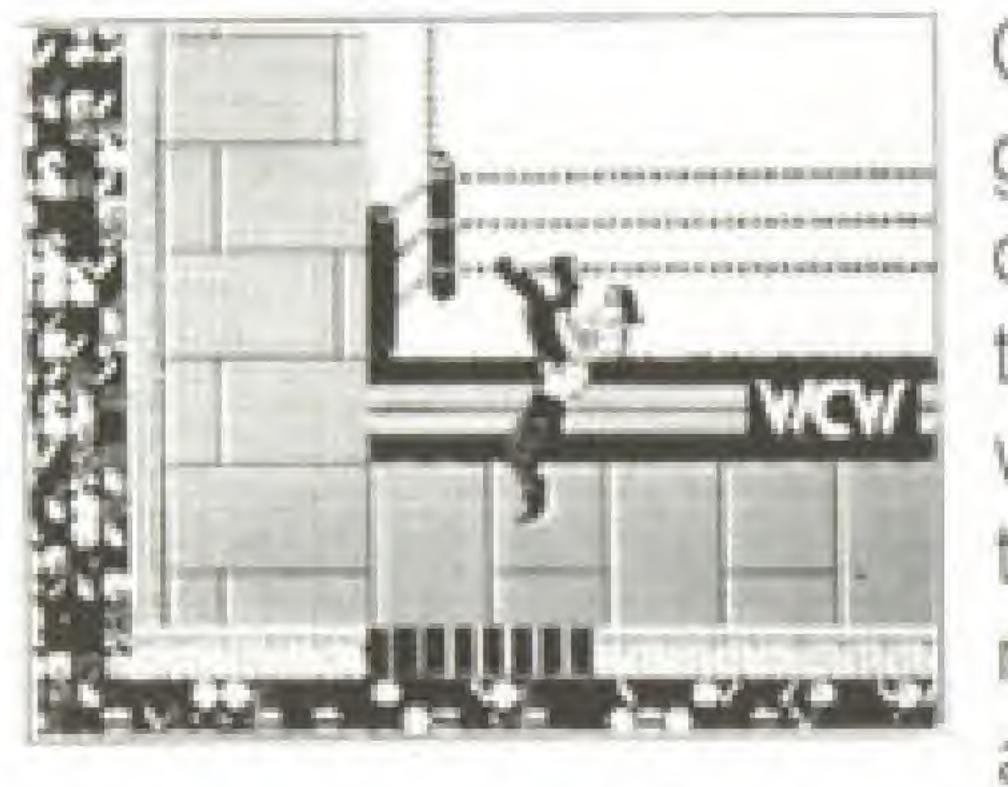
> All players can kick and punch. After the opponent has been hit a number of times, he will kneel on the ground. Now is the time to take advantage of your opponent's weakness. Use a more advanced move to really nail him!



& B Button=Hammer throw (throws opponent to the right over the rope and out of the ring)

& B Button=Hammer throw (throws opponent to the left over the rope and out of the ring)

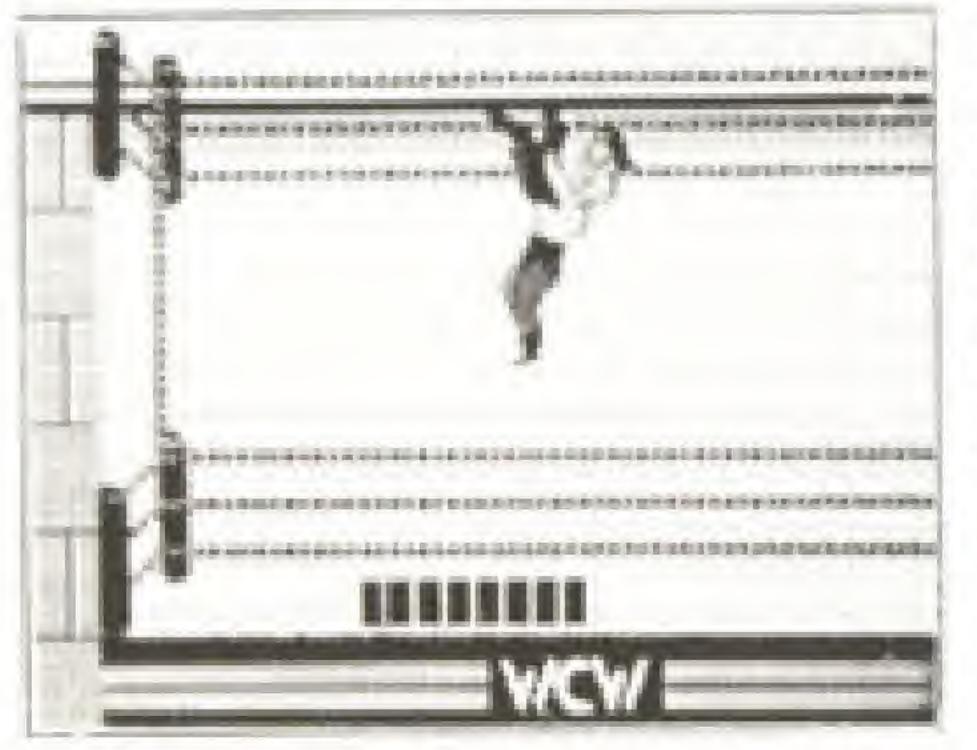
Favorite Moves



Choose four favorite moves at the beginning of each game for each player. When you choose these moves. one section of the + button (right, left, up or down) will turn red. Remember which part of the + button controls which move. Push the + button with A button to execute the move when the opponent kneels down. When the move is correctly executed, the power meter will appear at the bottom of the screen.

When A button is continuously pushed, the power meter constantly increases and decreases. Damage to the opponent will be greatest if you release the A button when the power level is high.

Specialty Moves



Push A and B button at the same time to execute the specialty move. You can only perform this move near the center of the ring, and only when the opponent's total power points are below a certain level.

When a specialty move is applied correctly, the screen flashes, and the meter automatically reaches the highest level. Your opponent will suffer considerable damage.

Additional Moves

Running:	Start the wrestler runn or left while pressing wrestler begins runnin perform the wrestler's
Flying move:	The opponent can jur to one of the four corr wrestlers can use the post, press the + but execute a Diving Bod Drop with B button.
	To avoid a flying mov
Fall:	Use A button near wh keep him down and b count, hit A or B butto
	When you fall near th break".
Pulling up the opponent:	Use B button near the

A and B button continuously. When the ing across the ring, push A or B buttons to 's special running move.

Imp down into the ring by climbing up on rner posts and using A or B button. All e flying move. To climb up onto a corner Itton in the direction of the corner, then dy Press with A button or Diving Knee

we, hit A or B button continuously.

there the opponent has fallen down to begin the count. To get up before the final to repeatedly.

he rope, it automatically becomes a "rope

te feet of the fallen opponent.

Climbing out: Touch the rope and u button A or B. You ca your opponent is alre
Climbing in: Touch the rope on th while pushing A or B
Deadly weapons will the weapons, use A of you've grabbed hold your opponent to use
Locks or holds can b Wringer, Scorpion De Neck Hang, continuo
In a tag match, you rescue. To call you team's corner and i you switch, you can 8 seconds.

use the + button down while pushing can climb outside of the ring only when ready outside the ring.

he lower part, and use + button upward 3 button.

I appear only outside the ring. To pick up or B button near the weapon. Once I of the weapon, use A or B button near e it.

be especially painful. To escape a Neck Death Lock, Cobra Twist, Boston Crab or lously push A or B button.

ur tag team partner will come to your ur partner into the ring, go back to your I use A or B button. Remember, once annot change players again for at least

Wrestlers

Name	Favorite Moves	S
Ric Flair	Boston Crab Back Drop Pile Driver Brain Buster Atomic Drop Head Chop Neck Breaker Drop Bulldogging Head Lock	
Sting FTING	Cobra Twist Back Drop Boston Crab Pile Driver Brain Buster Bulldogging Head Lock Double Arm Suplex Neck Breaker Drop	S
Lex Luger	Cranium Kick Cobra Twist Boston Crab Back Drop Brain Buster Pile Driver Atomic Drop Double Arm Suplex	N

Specialty Move	Running Move
Jumping Neck Breaker Drop	A Double Big-foot Kick B Big-foot Kick
Scorpion Death Lock	A: Tackle B: Lariat
Neck Wringer	A: Drop Kick B: Lariat

Name	Favorite Moves	
Mike Rotunda	Cobra Twist Back Drop Boston Crab Pile Driver Brain Buster Buildogging Head Lock Double Arm Suplex Neck Breaker Drop	
Road Warrior "Hawk" The second	Boston Crab Neck Hang Pile Driver Brain Buster Guillotine Drop Double Arm Suplex One Hand Back Breaker Neck Breaker Drop	
Road Warrior "Animal" E. H. BHIMAL	Power Lift Back Drop Boston Crab Pile Driver Brain Buster Guillotine Drop Neck Hang One Hand Back Breaker	

Name	Favorite Moves	Specialty Move	Running Move
Mike Rotunda	Cobra Twist Back Drop Boston Crab Pile Driver Brain Buster Buildogging Head Lock Double Arm Suplex Neck Breaker Drop	Double Arm Suplex	A: Jumping Knee Butt B: Lanat
Road Warrior "Hawk" Neck Hang Pile Driver Brain Buster Guillotine Drop Double Arm Suplex One Hand Back Breaker Neck Breaker Drop		The Lariat	A: Drop Kick B: Counter Kick
Road Warrior "Animal" A A A A A A A A A A A A A A A A A A A	Power Lift Back Drop Boston Crab Pile Driver Brain Buster Guillotine Drop Neck Hang One Hand Back Breaker	Power Stam	A. Tackle B. Lariat

Name	Favorite Moves	
Steve Williams	Power Lift Back Drop Guillotine Drop Neck Hang Brain Buster Buildogging Head Lock Atomic Drop One Hand Back Breaker	
Kevin Sullivan	Cranium Kick Cobra Twist Back Drop Boston Crab Brain Buster Pile Driver Bulldogging Head Lock Atomic Drop	
Ricky Steamboat	Back Drop Boston Crab Guillotine Drop Brain Buster Pile Driver Atomic Drop Double Arm Suplex One Hand Back Breaker	

7	Specialty Move	Running Move
	Oklahoma Stampede	A: Drop Kick B: Lariat
	Brain Buster	A: Drop Kick B: Lariat
	Flying Body Press	A: Drop Kick B: Counter Kick

Name	Favorite Moves	
REFERENCE	Cobra Twist Back Drop Boston Crab Pile Driver Guillotine Drop Brain Buster Double Arm Suplex One Hand Back Breaker	
Eddie Gilbert	Back Drop Boston Crab Pile Driver Guillotine Drop Neck Hang Atomic Drop Neck Breaker Drop One Hand Back Breaker	
Michael Hayes	Cranium Kick Back Drop Boston Crab Pile Driver Brain Buster Atomic Drop Double Arm Suplex One Hand Back Breaker	

Name	Favorite Moves	Specialty Move	Running Move
Rick Steiner Image: Constraint of the steiner	Cobra Twist Back Drop Boston Crab Pile Driver Guillotine Drop Brain Buster Double Arm Suplex One Hand Back Breaker	Belly to Belly Suplex	A: Drop Kick B: Flying Knee Kick
Eddie Gilbert	Back Drop Boston Crab Pile Driver Guillotine Drop Neck Hang Atomic Drop Neck Breaker Drop One Hand Back Breaker	Jumping Elbow Drop	A: Tackle B: Lariat
Michael Hayes	Cranium Kick Back Drop Boston Crab Pile Driver Brain Buster Atomic Drop Double Arm Suplex One Hand Back Breaker	DDT	A: Tackle B: Lariat

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

Plug the NES into a different outlet so computer and receiver are on different circuits.

90-Day Limited Warranty FCI Game Paks 90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

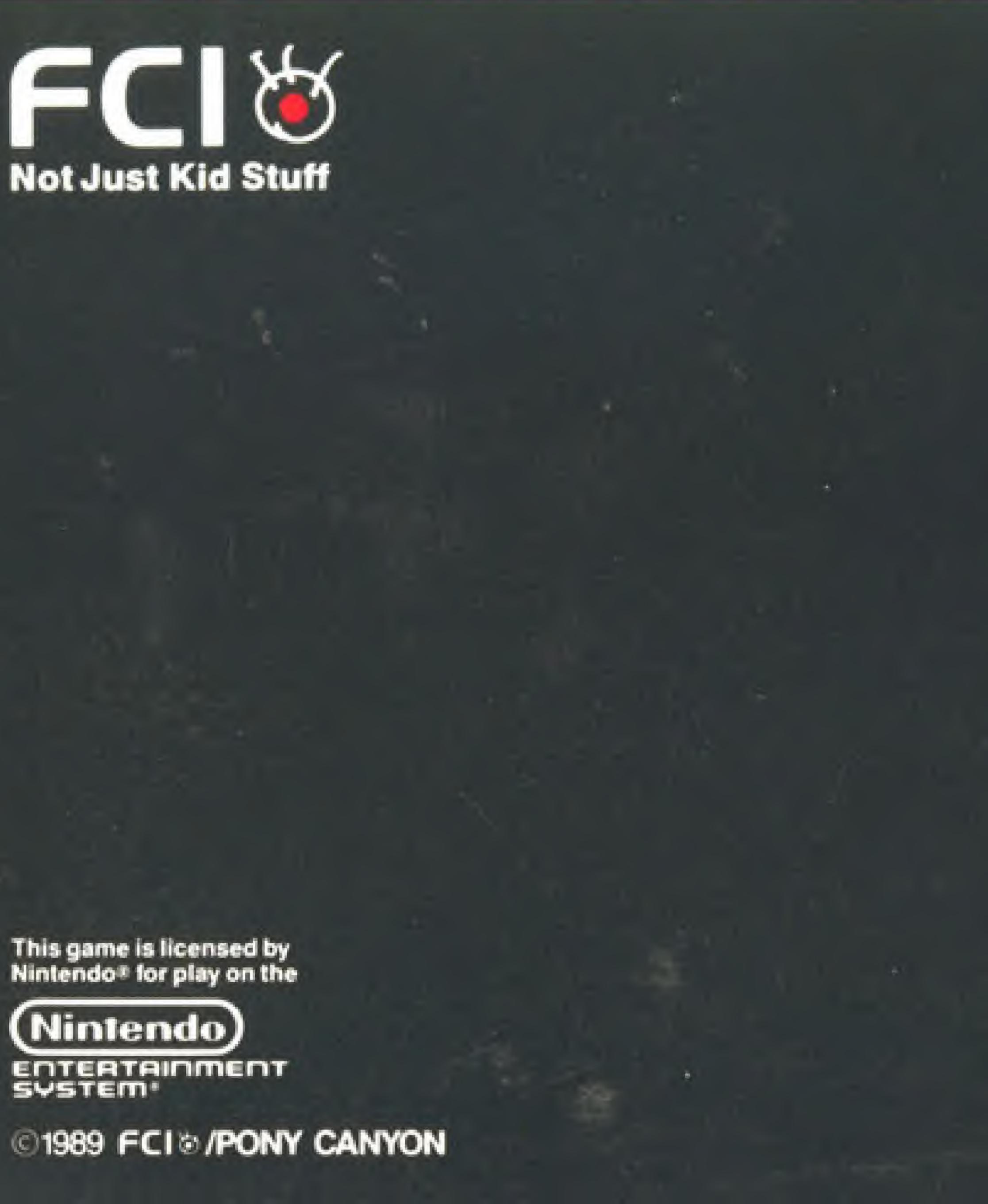
Fujisankei Communications International, Inc. 150 East 52 Street, New York, N.Y. 10022 Attention: Returns Department (212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.



Printed in Japan